



KFAN UZANGOU

A newsletter devoted to Vargr

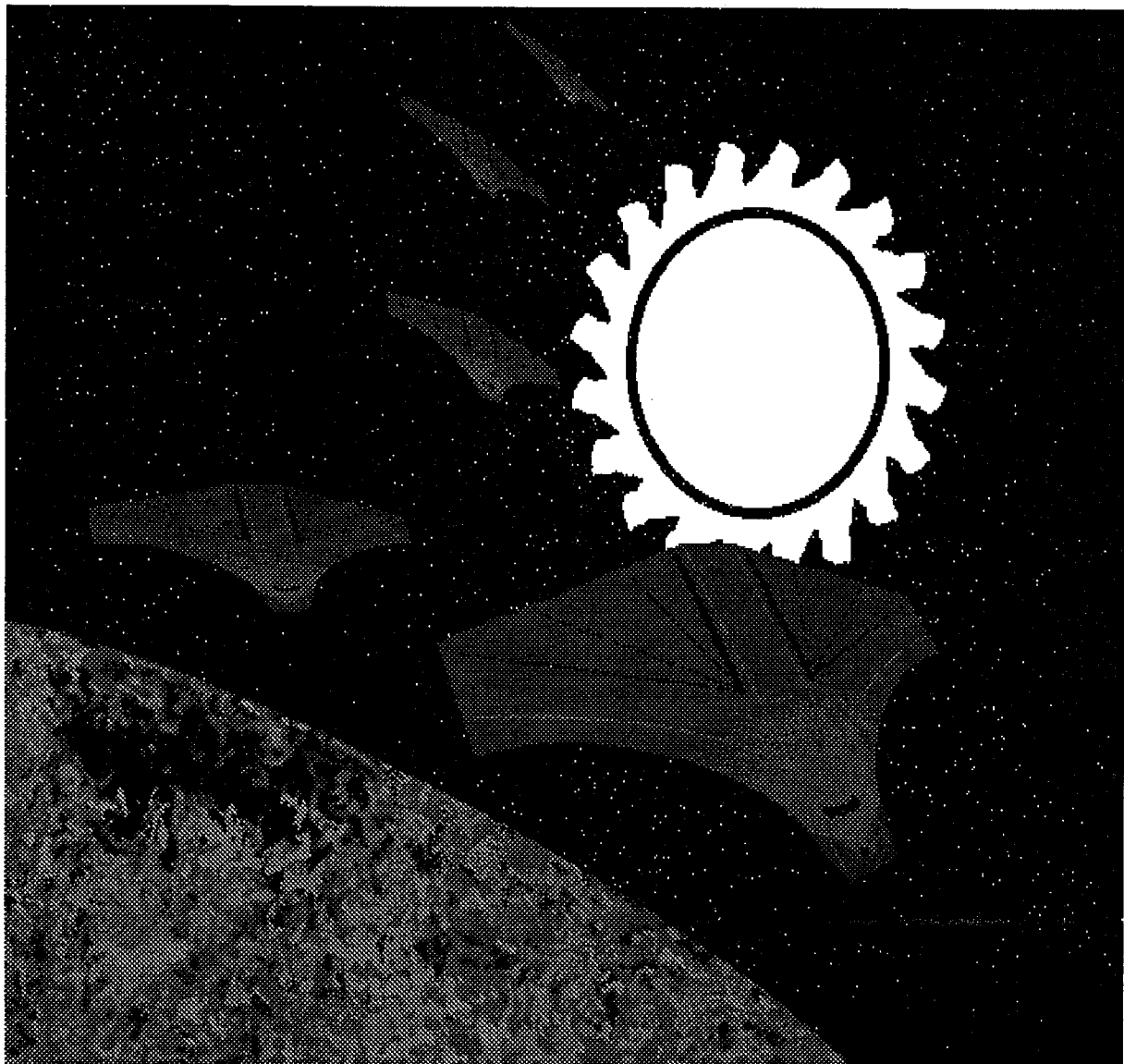
Issue 3

February, 1993

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The Editor Barks

Woof, its good to be back. As you see Kfan Uzangou has got a new look. The newsletter has gotten its much needed face-lift. I hope you will like the changes. Talking about changes, the TNE will soon be released, if GDW can keep its schedule for once. It might even be in the shelves by the time you read this.

Either way, this new year will undoubtedly bring new opportunities for HIWG to mark itself as a fan organization for Traveller. The best way to do this as I see is to give Traveller, and thus GDW the support needed.

Mike Mikesh has started a project developing subsector A in Masillia sector. Here the pocket empire, first called Nolan League, or Hub Worlds which is the name of it now.

For more details on this project contact either Mike or more appropriately Adrian Stewart of HIWG(UK), when he is the designated leader of the project. Imperial Lines, the official newsletter from GDW, will be the medium that will feature Hub Worlds, so subscribe if you want to stay tuned.

For us Vargr analysts Masillia might not be too interesting. But there are a lot of things we might do to enhance the feel of Traveller, old or new. Most of Vargr space won't be harmed by the Virus. What has happened in the extents these last 70 or eighty years? Start planning and most of all communicate with your analyst at your neighbour sector. Something I feel that has been too little of the last 12 to fifteen months.

KU is one of the channels to use if you want to reach a lot of people at once. I do distribute this newsletter to all known Vargr analysts. If people write in I will be able to send out issues more often. Another channel is AABP our new organization newsletter, distributed by Clay Bush.

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HIWG ("History of the Imperium Working Group"): Is a fan organization of Traveller, and works on detailing the official Traveller universe.

Kfan Uzangou is made with the following equipment: A500Plus Amiga computer, Wordworth 2.0, Txed v2.2, DPain IV, Pyramid Scanner, PageStream 2.2, and Xerox 4010 Postscript laser printer.

Contributors wanted!

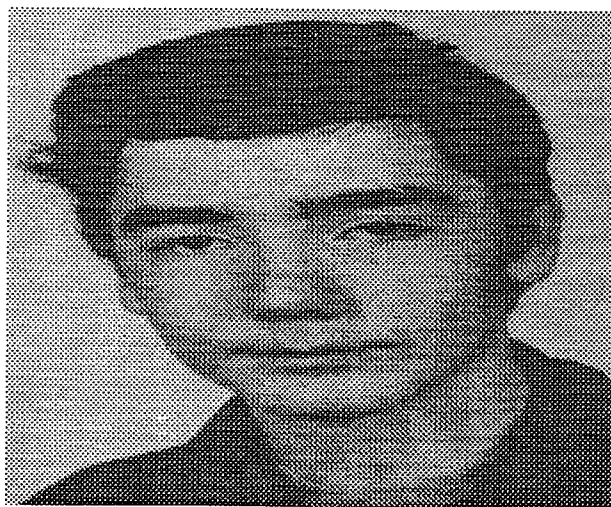
As I will restart Kfan Uzangou, I would like to have you to contribute to this fanzine if you are interested. Over the last months I have been able to get both the software and hardware to make a good publication. All that are needed now is articles, adventures, and art. I can now accept a wide range of graphic formats, such as IFF, PCX, TIF, GIF, and so on. Drawings on paper are also accepted when I have a scanner. Please send just line art, that will say plain black and white drawings.

I would also like to have HIWG members writing about them selves, just as I did in issue 1. Write down some of your likes, and dislikes. What you like about Traveller, how you became a gamer, and lastly an UPP. If you got I would also like to get a photo, that I can scan in. The photo should be about 10x10 cm. And that it is clear, and got good contrast.

If you want this 'zine to become a forum for Vargr, it needs your input, and I would appreciate your commitment, and help very much.

And I would like to thank all contributors in advance.

HIWG Mugshot



Roger Myhre, HIWG member no 142. Ex-everything 56F876 Age 26 Cr: Alms to the poor, Please!!!! Possessions: assorted boxes and crates (furniture), Library (mainly SF and military books), too many games. Sensors-2, Computer-2, Rifleman-0, Linguistics (English)-2, Sm Watercraft-0, Naval Tactics-2, Wheeled Vehicle-(-2)

Smooth shave

by

Roger Myhre

It had been quite an evening last day. I knocked on Arsin's stateroom door. Arsin was the first human I had seen live. I had of course seen holopics of humans. We met over a few drinks in the passenger lounge. I didn't remember much from the night before, but it definitely had been a wet and lively night.

"Come in." Was the muffled answer to my knocking. I entered and froze in my tracks. Arsin was standing at the wash basin extending his neck. In his right hand he had one sharp looking knife, which he moved to his throat. At that moment something said TILT in my brain and I reacted. Jumping easily the two meters that divided us, clawing at his knife hand. I drew some blood. The knife fell clattering to the deck. A sweep at the ankles floored Arsin. Sitting heavily as possible on his chest I said "Are you crazy? Why in the eternity do you want to kill yourself?". "You crazy furball. Have you never seen anyone shave before?" he exclaimed angry. "Shave? What a funny word for committing suicide." I said puzzled. "And what is that white gunk in your face?" "That's shaving foam." He replied, and gave me a lecture on human males need of shaving now and then. Usually they use machines for this, but he preferred the old fashioned knife. My charisma had taken a serious dent.

Later that evening the klaxxons went off. Short after two armed vargr entered the lounge. The ship had been hijacked. Short after we found ourselves stored in the cargo hold with the other crew and passengers. Just a skeleton crew was at their stations to ensure that the systems was running properly. We were constantly under guard. Arsin guessed there must be at least 7 hijackers.

I asked him why we weren't spaced. He replied that spacing sophonts in jumpspace is dangerous, not just to the victim but also to the spacer. There has been rumors about sophonts crawling on the outside of a starship in jumpspace with vacsuits, but he didn't believe those rumors. So we would be spaced when we arrived in real space.

Two days came and went. Arsin looked funny with the two day old growth of fur in his face. Arsin mumbled something of shaving. The fur was obviously itching. "Why don't you ask the guards if you can take a shave?" I asked. "Are you funny?" he growled. "When they detect it is a knife they don't care if they

At that moment something said TILT in my brain and I reacted.

are in jump space. They would just lock me up in an airlock and depressurize."

Arsins grumblings didn't stop me. I rose to my feet and signalled to one of the guards that I wanted to speak to him. "What da ya want?" He growled, training his shotgun on me. "My human friend needs to remove his facial fur." Arsin started to say something, but I kicked his leg, which shut him up for once. "So I wondered if I could get his shaving gear." I continued. The guard mused at Arsin. "Okay, you may get his shaving machine, but you will get some escort." Off we went to Arsins stateroom. When we arrived I started to dig around. After a while I found the shaver. It was one of the old type with the blade folded into the handle. I palmed the knife. I mentioned to my escort that I couldn't find any shaving

machine. As I passed him on my way out of the stateroom I hit the release button on the knife and made a sweep at his throat. I gave him a new smile from ear to ear as you humans say. I locked the body in Arsins stateroom after I had taken his weapon, a gauss pistol. Its weight and shape felt strange, I had only rudimentary knowledge of firearms. Infighting is something more down my path. I pocketed the gun and went back to the cargo hold.

As I arrived the first guard looked up. "Did you find the shaving machine?" he asked. "No." I answered truly. "But I found this." I said as I pulled up the gun and fired at close range. Gaussgun bullets is small 4gram projectiles with supersonic speeds. They tend to leave small holes on each side of a target. However this was not the case this time. Firstly I must have put the pistol on automatic, secondly I must have hit his spine. The result was messy. "Hey, what is this?" A voice emerged from the crates further into the hold. I turned and saw a guard that had hidden away emerging. When he saw that his friend was down he went for his gun. Too late, I emptied the clip in his direction not caring about aiming. I was too nervous and excited for that. All the bullets but one missed. But now the other captives reacted. They jumped him and finished him off

The rest of the bunch was easy. One of the crew members suggested to depressurize the ship to our shock. She reassured us that the cargo hold would not be depressurized. Secondly she reasoned that the hijackers couldn't be so very experinced when they needed crew members to man certain stations. The uniforms the crew used could also serve as vacsuits. Arsin wondered how she could manage to depressurize the ship when the enemy held the bridge. Her answer was that she could initiate the process from the auxiliary computer just outside the cargo hold. An alarm on the bridge would sound, and short after the hijackers would suck vacuum. Which by the

way did not wear any vacc-suits of any sort.

The plan was put to life, and it worked. However the result was so messy that we had to live in the cargo hold for the remainder of the trip.

When Arsin later inspected his stateroom after we arrived at our destination, he expressed that he was glad I wasn't his barber. "what is a barber?" I asked dodging a punch

The Time Crystal

By

Roger Myhre

World UWP Limits:
Starport: D or E; Size: Medium;
Atmosphere: 4, 6, 8;
Hydrosphere: 2 - 4; Population:
Low; Government: Any; Law: 1 - 5;
Tech: 6 or less.

Equipment: Any, except heavy
military arms as FGMP, Battledress
and the like.

Skills: Field, and technology skills,
Psionics: Telepathy.

This game can be put at any era of the Traveller history. It is best suited for Vargr when it is laid up for it. A Droyne in the party would also be nice, but not necessary. This adventure does also suit well for Zhodani characters.

The PC's has been hired to ship equipment out to an archeological expedition on a backwater world. Arriving at this world they follow the beacon to the small base to the archaeologist, just to arrive at a deserted base. There is clear evidence of combat. Shifting through the wreckage of the base they come upon a survivor.

After some medical attention, the survivor can tell what happened. The archaeologists was digging out a 6000 year settlement, apparently remnants from a spacefaring sophonts that had become marooned. These settlers was a mix of Human and Vargr. Under mysterious circumstances they disappeared. There is no remaining records, their technology must have dwindled when no help was available. The ancestors of these settlers had apparently started a strange religious sect. A temple like building was raised over a strange opening in the ground, that the archaeologists found after some weeks. And there after strange things started to happen.

The first incident was that one of the archaeologists killed himself by hanging. A few days after one of the assistants was found banging his head to a rock, repeatedly. She

died later by the wounds. Then it was quiet for a few days, then 3 of the expedition members disappeared without a trace. Along with the members a crystal of the size of an orange was also missing. This crystal was found in the strange hollow.

A day before the PC's arrived something or someone attacked the camp, after a short while chaos reigned. Several expedition members fled the site. Most was killed instantly. The survivor only remembers that a heavy thing came flying at him, and knocked him out cold.

If the PC's want to search the hollow they will only find some small crystal shards of some strange kind. They look fabricated, and old. Nothing else can be found. The dig site itself hold only items that are interesting for an archaeologist. Searching the surrounding area they find more dead bodies, looks like they have seen something taken out from a nightmare.

Zhoelloeng: The sole survivor of the expedition. He is rather small of size, but agile, and well into his middle ages. His Charisma is above average. He will try to dominate the leader of the party, so that he can get his hands on the culprit. If he succeeds, the players might be forced to do things his way, which isn't the best way to do things. He is a scientist, and not a soldier, or police man, so his skills in this kind of work is rather limited, if non-existent.

Claiming to be possessed is the sure way to be put into a strait jacket and a padded room.

However he is quite smart, so he isn't easily fooled. If he does not succeed in dominating the party, he will try to get to them through their wallet. Offering pay to catch the offender of this attack.

If the players go to the nearest settlement, which is several days travel on foot away, they won't find any useful clues. The locals do not travel this far from their homes.

The Crystal: This thing is the main problem. If the players figures it out, it might also become a useful tool. About a million years ago, this crystal was constructed by a race far from the charted space. Its intent was to hold criminals. The minds of the criminals was down loaded into the crystal, and the body destroyed, after a full DNAscan was performed, so that it could be reconstructed later. This crystal was placed into orbit of a distant planet of the system. Unfortunately the star went nova, and the crystal broke up and was hurdled through space. One shard was found by the scientists.

This shard contains the minds of 3 criminals. As the minds have shared this crystal for so long, the minds has to a degree fused with each other, so the three scientists that are possessed, refers to themselves as "I". When the shard was found, the occupants got aware of this. They probed out and found two candidates, both where fairly strong in psionics

as telepaths. They tried to possess them. But because of their psionic talents they managed to resist, but went mad and committed suicide. The occupants decided to change tactic and attacked three others that had no talent at all, succeeding in taking over. Later they attacked the camp with combined telekinesis, and telepathy.

What clever players can use the crystal for: If they manage to get possession of the crystal it can be used for several things.

- It can store up to 40 PSI points. The character down loads PSI points into the crystal. To tap the crystal, the character must have telepathy ability. If the Crystal is within Telepathy communication range, it can be tapped of PSI points.

- It can store a mind, like backing you self up in case death. It can hold two persons minds without trouble. Three or more trouble is at hand. If a backup has been taken and the character dies he might possess another living being. However the mind of the person possessed will not die. The possessor has to suppress the possessed. If the guard is down, as in sleeping or knocked out, the possessed might take control. Even under normal circumstances the possessed might regain control, giving the impression of that the person got split personality. Claiming to be possessed is the sure way to be put into a strait jacket and a padded room.

Only psionic minds can be stored in the crystal. If a mind is backed up on the crystal, it will after a while become independent from the original, and thus will resist any attempt to be erased. While a mind is in the crystal it has no real time perception, nor can it know what is happening outside the crystal, if it does not have clairvoyance, or telepathy. Telepathy will only make it aware of intelligent beings in its surrounding area, while awariness will give a mental picture, but no contact with personalities. A mind in a crystal may communicate with others within or outside the crystal by telepathy.

As the PCs decide to look for the offenders they will likely find the three missing scientists. Zhoelloeng will be delighted to have found some survivors from the camp. He won't notice at first that they act strange. He dismisses it as they are tired from walking in the wilderness, and has been through a lot of stress.

So what's odd about the three guys?
Firstly they are possessed. The PCs should not be aware of this at the beginning, but should gradually be suspicious of them. First of all at times they refer to themselves as "I". Secondly their pose is strange like they are puppets held up by strings. They are originally from an alien race, so their vargr, or human bodies that they have possessed isn't what they are used to. Their personality change suddenly, just to change back in a short while. The three is helping each other to keep the victims under control. To do this one of them is always awake.

When the trio is aware of that the PC's got a vehicle that can bring them out to the stars, they will try to take control over one of the PCs. To take possession of a PC, they have to sacrifice one of the possessed scientists. Thus one of the scientists walk right into the death one way or the other. How this is done is up to the referee. Walking off a cliff is a good way.

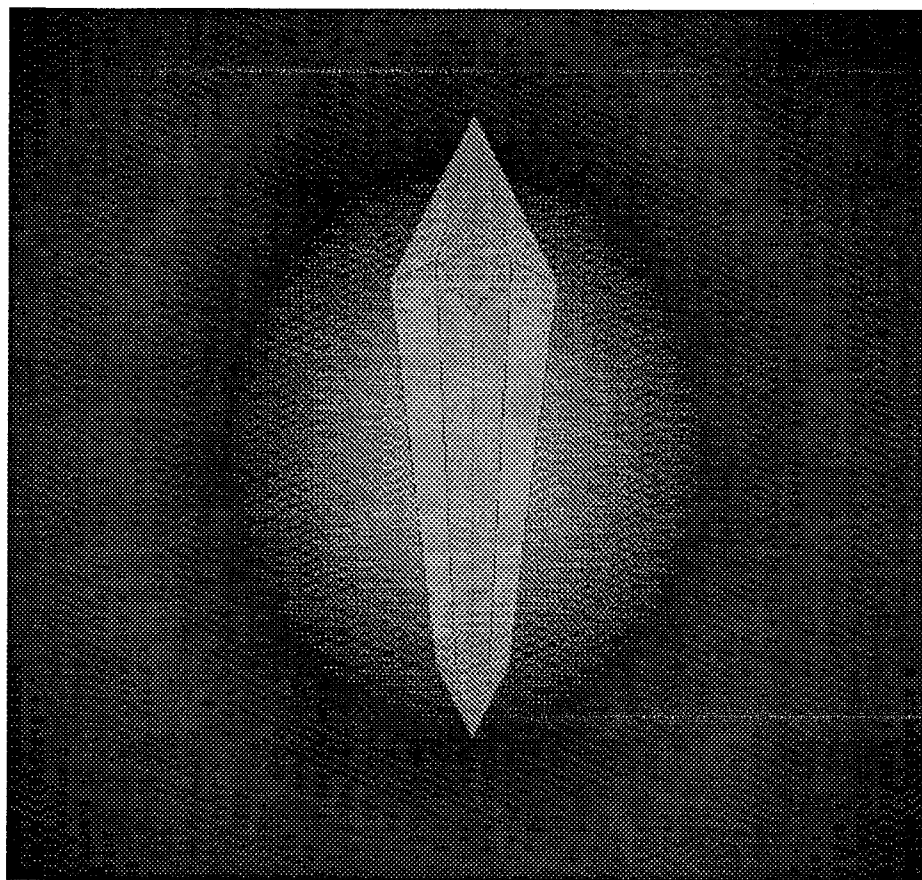
The possessor is now in the crystal. The possessor will then try to take control over one of the players. Preferably the leader. Just don't take the character with PSI ability. It is needed later to win the fight.

If the possession attempt was unsuccessful send a note to the player that the NPC that died a few hours ago spoke to him in his mind. It seemed like he tried to take control over him. Not only that but the mind felt totally alien. It was not Vargr/Human or whatever the NPC race was.

If the possession was successful brief the player in private. Now the other players know that there is something up. That is fine, because the player is not going to act rational, or logical hereafter anyway. Tell the player that his character is possessed by psionic means. He is going to try to play in character, but doing small, but important errors. He get one try each eight hours to regain control. However this control will only be brief. The NPC's goal is to travel off world and return home and take revenge. However after a million years there won't be any home. The star positions have changed, and the aliens do not know how long time has passed. The referee should keep control over two other NPC's just to keep the players on their toes.

How to beat the aliens:

The aliens are quite confident of themselves so they are not backed up on the crystal. If the players manage to get possession of the crystal they should try to isolate it so that they can't escape into it when attacked psionically. One way to do this is to put it under a psionic shield. To exorcise the aliens, there is needed a character with telepathy ability. Another way is to kill the body outright before they can react, but this will also kill the



possessed. Destroying the crystal, when the aliens are in it will also kill them.

How this ends depends on a lot of factors. The possessed PC might make the party travel from system to system being more

and more frustrated, not finding its homeworld to take revenge. If this doesn't tip the other players off, you are in for a damn interesting campaign.¤

Newsline

Uthgvoe/Gvurrdon 0512

Date: 090-1123

Attempts to take up the negotiations between Society of Equals (SoE), and Thirz Empire, failed. There came to hard words, and insults where flying. At the moment it is unclear who lost the most Charisma.

Kaeszh, the foreign minister to Thirz Empire, did loose some charisma, when he challenged the foreign minister of SoE to a duell. As political analysts put it, this would be a fight that Kaeszh would win when he is both stronger and 30 years younger than Zhaellaeng.

Rumors in the political sphere has it that Oekhueso Thir reprimanded Kaeszh for indignified behaviour.

Kfofaell/Gvurrdon 1421

Date: 094-1123

Gvaeknoks announced today that they are forced to close down the following route 1336 - 1238 - 0739. And reroute it as follows, 1233 - 1134 - 0937 - 0736 - 0537 - 0539 - 0439. This is clearly a much longer route, but the hostilities between Rukh and Anti-Rukh has made this necessary, when

the ships are endangered in a war zone.

Gvaeknoks are looking into acquiring ships with better jumpdrives to shorten down the route considerably. Weeks can be saved this way.

Oberlindes which shares some of the old route with Gvaeknoks, has not made any statement yet, but they are expected to follow suit, just that they are expected to run their route through Spinward Marches.

Korruelloko/Gvurrdon 0904

Date: 100-1123

Saeknouth Dependency is increasing their number of members in their loose alliance. Two new worlds has joined up. The new members are Songi (0504), and Torrvagve (0505).

As their number of member increase, the alliance name is also changed to Saeknouth Ursuekh (Seaknouth Brotherhood). The signing of the threaty was celebrated with a large banquet at korruelloko's parliament building.

Uthgvoe/Gvurrdon 0512

Date: 105-1123

Unrest has been reported on several worlds, formerly belonging to SoE. SoE claims that the reason to this is that the worlds want to get back to the folds of SoE.

A naval spokesvargr said that this is cubshit, most of them are afraid to be handed back to the hell they came from. Rumors suggest that SoE might have something to do with the unrest, by fueling anti Thirz sediments. But there is also clear evidence that some of the world would rebel if they is going to be handed back to SoE.

King Thir has put down a commission to look into the things, and try to find somekind of a solution to this problem that has arisen. Most of the member to the commission is secret, implying that the Oruelaen might be involved in the investigation.¤

Library Data

FEKI: An institute that have specialized on educating sophonts that do not have the capability or money to spend to go to a normal college or university. FEKI is short for Fo Engragvaegkfu Kuerrgars Ingaez. Which can be translated to The School of Many Worlds. Costumers are usually from low populated worlds and/or belts. They support a wide array of courses that can be taken. From simple courses like drawing to more demanding things like medical or engineering courses that takes a year or two to run.

The appliances are collected by mail, and a course package are then sent to the pupil. What the course package contains depends on the course taken. From just a few books to computer software or computers specially made for the course taken.

Homebase is on Ouse Faeg/Ksits Uathu Odzuetarug (1724).

Oruelaen: Oruelaen is a combination between a special force, national guard, and information gatherers in the Thirz Empire. It was founded in 1016 with Zhodani help.

Sophonts that join Oruelaen enjoys high charismac raise when they are under the direct control of the king of Thirz Empire. Few of the members are publicly known due to their sensitive job. Its actual size is also unknown, but the number is believed to be less than 500.

Aek Elakfough (black cauldron): (Gvurrdon 0439). This system has experienced a booming belting industry. In 1112 large amounts of Titanium and Yttrium (latter which are used in the superconductive coils of the grav vehicle modules). Both belts in the system have proven to be rich on both substances.

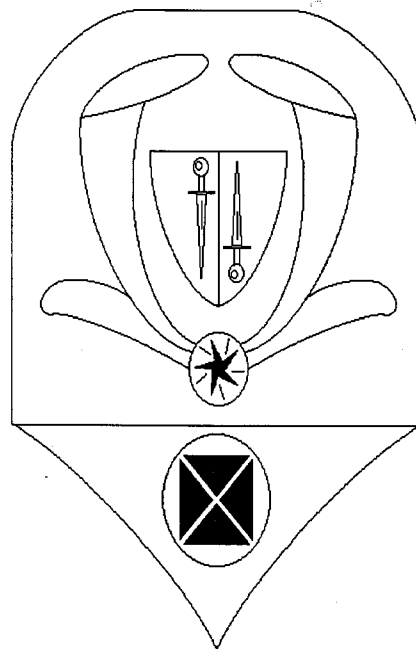
The number of inhabitants have exploded since the news got publicly known. This forced the system owners to build a fairly large spacehabitat. It is a wheel that revolves to create gravity. It is known under the name of Aek Wheel.

The beltprofiles are:

Orbit 1 100m, n-20 m-70 c-10, 1AU
Orbit 4 5Km, n-20 m-60 c-20, 0.5AU

Sibiatl: A minor psionic institute in Gvurrdon. It does not have any fixed base, when it changes location time to time. The Sibiatl are a cooperation between the Zhodani and Vargr psionics to broaden the knowledge of psionics among Vargr in the in the spinward part of Gvurrdon sector. In addition to teach psionics it gives classes on just general information.

REFEEREE: The Sibiatl are well reputed among the Vargr in the Thirz Empire. The psionic training courses cost approximate 240,000Cr. and takes about 5 months. Initial testing cost 12000 credits. An information course cost 2000 credits, and is held 5 days with 2 hours a day.



Oruelaen shoulder badge.

The Tireen System

by

Adrian Stewart

LIBRARY DATA ENTRIES.

i) General information.

The site of the only known multi-world rosette within the Vargr Extends, the system lies within the coreward edge of the Knaeleng sector. The system is probably the single most well known ancient site, after the Lair system, outside the Imperium.

ii) Specific information.

The Tireen system is the site of the only known multi-world rosette within the extends. There are six planets, each with UWP stats of Y400000-0, and all orbiting within the habitable zone of the star. They are arranged like the points of a snowflake, each sixty degrees around the circle of their common orbit. Each of the rosette worlds appears to have been prepared for extensive terraforming, with sculpted continents, mountains, rivers, and valleys. The mainworld of the system is designated as the first satellite of the innermost of the two gas giants, located in the next orbit out from the rosette.

Tireen lies in the unclaimed coreward edge of Zourghu subsector, close to the borders of the alliance of Tju. Although there have been a great many expeditions to the system they have provided few insights into why the rosette was constructed: the entire site gives the impression of having been abandoned. Tales of unusual things happening on the surface of the rosette worlds are common. Some of the most frequent involved mirages, scenes of palm-fringed islands lying in tropical seas, or great forests of soaring green trees against purple, snowclad mountains.

RESTRICTED INFORMATION.

Tireen System Data.

Despite the frequent visits by researches a permanent base has not been sited within the system, although Tireen is designated the Mainworld, there are three other planets in the system with more advanced facilities; Daengoekno, Aekhull and Naezirkur each have an automated navigation beacon and a survival dome located on their surface. They were sited in the system to aid travellers, but are not intended to be permanent fixtures. A fourth site located on one of the rosette worlds, was destroyed during a meteor shower some years ago.

The Rosette worlds.

The six rosette worlds are similar. Each lies exactly 1.034AU from the central

star, and each lies approximately sixty degrees around the circle of their shared orbit. They each have an orbital period of 367 days 12 hours 3 minutes, and a rotation period of 24 hours and 3 minutes. Each has a diameter of 6,526Km, a density of 1.037Std, and a surface gravity of 0.529g. The worlds themselves were obviously designed to retain atmosphere and oceans. The planets all have sculpted continents and ocean floors, complete with mountain ranges, mid ocean ridges, volcanoes and a wide variety of geological forms. But all six of the planets are sterile vacuum worlds, lacking any hydrographics or even trace atmospheres.

Intriguingly each of the rosette worlds appears to be a representation of the same planet, although at a different stage in its planetary evolution. Accordingly the six rosette worlds have been named the Vargr equivalent of Alpha through Zeta, with Alpha representing the world at its earliest stage of evolution and Zeta representing it at its latest stage. Each world represents a leap in time of hundreds of millions years, allowing the casual visitor to witness continental drift, ocean widening and then closing again, the formation and disappearance of entire mountain ranges, as well as a wide variety of other geological processes, simply by travelling in sequence between the worlds.

This leads to naturally to the question 'what would the worlds have been like had they been finished?' One theory proposes that

the system was the equivalent of a huge theme park, demonstrating the development of a single planet over many millions of years, while another proposes that the site was some sort of a gigantic laboratory., although there are no indication as to the nature of the experiments that were to be carried out there. Yet another theory holds that was to be a new home for the Ancients, who become tired with their wanderings throughout the galaxy. Others argue that it is in fact simply art. The thruth of the matter is that no-one knows.

REFEREE'S INFORMATION.

Players should not read the following, when it would ruin the mystery of visiting this place.

The Planetoid Belt.

There is no simple answer as to why the rosette was built, but there have been a number of discoveries within the system that various researches have not yet felt necessary to make public. Perhaps the most important is that the planetoid belt lying between the two gas giants is only around 300,000 years old, indicating that it was created during the Final War period. Further research indicates that it was once a large planet with an exotic (either corrosive or incidious) atmosphere, and that it was destroyed when collided with another smaller world that travelling at extremely high speed. Why or how the worlds came to collide remains a mystery.

The Core Problem.

One problem that has yet to be resolved is why the worlds of the rosette, each without molten core or any notably volcanic or seismic activity, should have such things as continental planets and volcanoes sculpted into their surfaces. The issue is complicated by the unique chemical formula of the deep-level rocks, which indicates that they were designed to become molten at some stage in the future. Many argued that if the Ancients had intended the cores to be molten they already would be. But others pointed out that the worlds looked unfinished, an argument that was dramatically aided by the discovery of a tunnel on Rosette Gamma.

The tunnel was perfectly smooth, perfectly circular, and lead vertically down toward the centre of the planet. It had no exit point on the other side of the world so there was a definite terminus. When a full expedition was launched it revealed that the tunnel lead directly to the stony core of Gamma. The explorers found a spherical chamber at the exact centre of the planet and a complex of rooms. The chamber appeared to have been prepared to receive some kind of machinery, perhaps a device that would begin to create a molten core. Since the discovery of Gamma tunnel similar tunnels have been found on Beta, Delta and Epsilon, although they have not yet been explored.

The Strands.

The six rosette worlds were first surveyed literally thousands of years ago, but some of the most interesting discoveries were made only a few years ago, with the use of Hi-tech sensor systems which had gradually worked their way into Knaeleng from andvanced worlds far trailing. Of these the densitometer scans proved to be the most interesting, revealing a series of incredibly dense strands criss-crossing the surface of each of the worlds at an approxiamte depth of twenty-five kilometers.

Eventually a team of scientists, using mining equipment, bored down to the level of the strands. They found a number of enormous monadioum cables sitting in the layer of rock that had the same chemical makeup as the deep-level rocks, which seems to indicate that it too was supposed to become molten, presumably to destroy the cables.

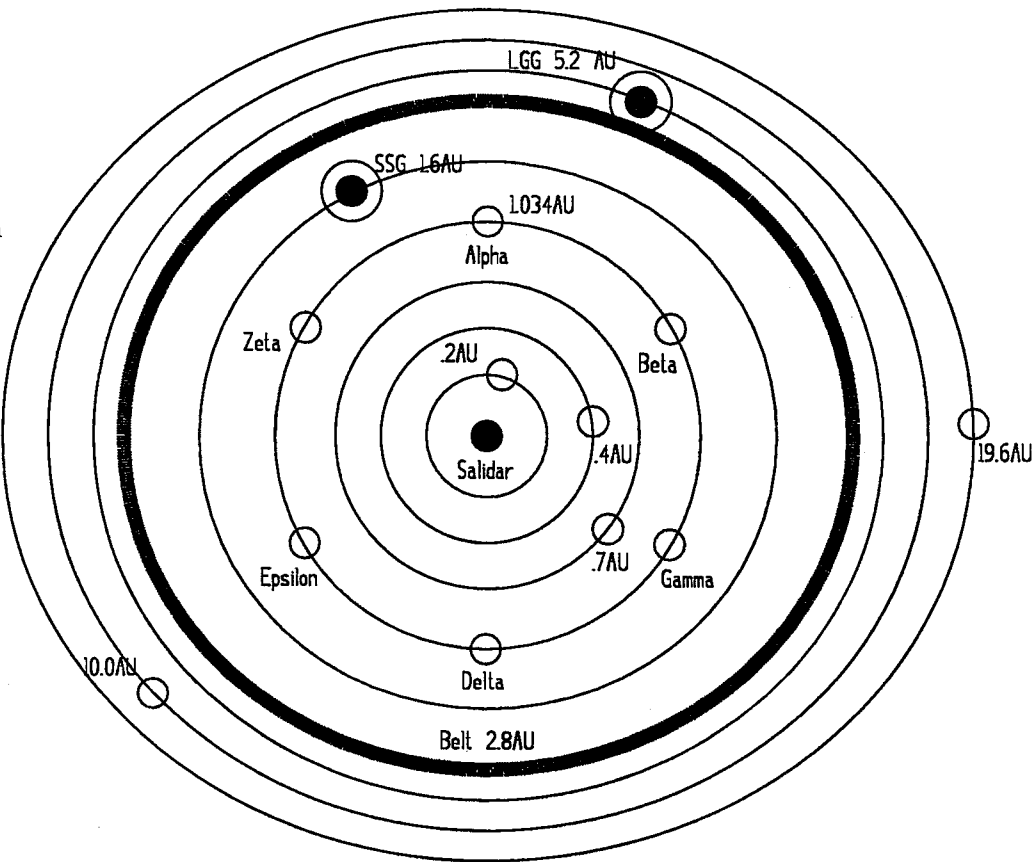
In Conclusion.

Researchers have only begun to scratch the surface of the Tireen system: there is still a great deal more that yet to be discovered and interpreted. So little is known about the Ancients that Tireen cannot fail to provide answers.▀

Tireen System Knaeleng (2910)

Orbit	Name	UWP	Remarks
Primary	Salidar	F9 V	
0	Kaekhsqvor	Y110000-0	
1	Athdoera	Y300000-0	
2	Daengoekno	H4A0000-0	Automated Beacon
20	Urzaru	Y100000-0	
3	6 * Rosette Worlds	Y400000-0	Ancient sites
4	Nguedzarr	SGG	
1	Ring System	YR00000-0	
6	Tireen	X300000-0	Barren, Vacuum
40	Aekhuill	H201000-0	Automated Beacon
55	Llezur	YS00000-0	
5	Belt System	Y000000-0	
6	Tsurrguran	LGG	
2	Ring System	YR00000-0	
9	Sourzarir	Y7A2000-0	
33	Gvengu	Y302000-0	
50	Naeziru	H655000-0	Automated Beacon
125	Tsiith	Y120000-0	
7	Knothur	Y301000-0	
8	Oedzullan	Y744000-0	
8	Ellidur	YS00000-0	

Please note that map is not to scale.



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